

WHAT IS CLAIMED IS:

1. A method for developing content comprising the steps of:  
incorporating subject matter on to a network-based server, including a storage medium and enabling software;  
receiving input from a first actor to establish a learning path comprising one or more network-based pages comprising media;  
receiving input from a second actor to establish a learning path comprising one or more network-based pages comprising media;  
creating one or more learning paths based upon said subject matter; and  
establishing within the server network-based pages comprising media, said pages accessible to network users collaboratively.
2. A method as in claim 1, wherein said enabling software includes a templating tool.
3. A method as in claim 2, further comprising the step of creating templates for collecting and incorporating said subject matter into said network-based server.
4. A method as in claim 3, wherein said templates are stored within and accessible from said server.
5. A method as in claim 4, wherein said templates are received electronically by users for uploading subject matter to said server.
6. A method as in claim 1, wherein said enabling software includes an authoring tool.

7. A method as in claim 1, further comprising the step of creating learning objects based upon said subject matter.

8. A method as in claim 6, wherein learning objects are automatically created by said enabling software based upon said subject matter.

9. A method as in claim 4, wherein learning objects are automatically created by said enabling software based upon subject matter incorporated in said templates.

10. A method as in claim 1, wherein said enabling software includes a storyboarding tool.

11. A method as in claim 10, further comprising the step of designing storyboards based upon said subject matter.

12. A method as in claim 9, wherein storyboarding tasks are automatically assigned by said enabling software.

13. A method as in claim 1, wherein said enabling software includes a messaging tool.

14. A method as in claim 1, wherein said enabling software includes a version control tool.

15. A method as in claim 1, wherein said enabling software includes a synchronous communication tool.

16. A system for developing content comprising:  
a server, including a storage medium and enabling software, for storing subject matter, receiving input from one or more actors to establish learning paths comprising network-

based pages comprising media, and enabling the establishment of network-based pages comprising media, said pages accessible to a plurality of network users collaboratively;

a network over which an opportunity to access said server is provided to a plurality of network users;

a connection between the server and the network which permits a plurality of network users to access said server.

17. A method for integrating knowledge management and content development comprising the steps of:

incorporating subject matter on to a network-based server, including a storage medium and enabling software;

receiving input from a first actor to establish a learning path comprising one or more network-based pages comprising media;

receiving input from a second actor to establish a learning path comprising one or more network-based pages comprising media;

creating one or more learning paths based upon said subject matter; and

establishing within the server network-based pages comprising media, said pages accessible to network users collaboratively.

18. A method as in claim 17, wherein said enabling software includes a templating tool.

19. A method as in claim 18, further comprising the step of creating templates for collecting and incorporating said subject matter into said network-based server.

20. A method as in claim 19, wherein said templates are stored within and accessible from said server.
21. A method as in claim 20, wherein said templates are received electronically by users for uploading subject matter to said server.
22. A method as in claim 17, wherein said enabling software includes an authoring tool.
23. A method as in claim 17, further comprising the step of creating learning objects based upon said subject matter.
24. A method as in claim 22, wherein learning objects are automatically created by said enabling software based upon said subject matter.
25. A method as in claim 20, wherein learning objects are automatically created by said enabling software based upon subject matter incorporated in said templates.
26. A method as in claim 17, wherein said enabling software includes a storyboarding tool.
27. A method as in claim 26, further comprising the step of designing storyboards based upon said subject matter.
28. A method as in claim 25, wherein storyboarding tasks are automatically assigned by said enabling software.
29. A method as in claim 17, wherein said enabling software includes a messaging tool.

30. A method as in claim 17, wherein said enabling software includes a version control tool.

31. A method as in claim 17, wherein said enabling software includes a synchronous communication tool.

32. A system for integrating knowledge management and content development comprising:

a server, including a storage medium and enabling software, for storing subject matter, receiving input from one or more actors to establish learning paths comprising network-based pages comprising media, and enabling the establishment of network-based pages comprising media, said pages accessible to a plurality of network users collaboratively;

a network over which an opportunity to access said server is provided to a plurality of network users;

a connection between the server and the network which permits a plurality of network users to access said server.